WAY OF THE GREAT STORM

Monks of the Way of the Great Storm learn to channel their own life energy into searing bolts of lightning. They teach

that meditation can unlock the ability to unleash the indomitable power shed by the life force from every living creature.

STORM RUSH

At 3rd level, you become wreathed in an aura of crackling lightning, of a colour of your choice. You can extinguish or restore the lightning as a bonus action. You can only restore the aura a number of times equal to your Wisdom modifier between each long rest. The aura remains active for half a minute per monk level. While wreathed in the aura, your unarmed strikes deal lightning damage and your speed is increased by amount given in the table below:

Speed Bonus

level	Speed Bonus
3rd-8th	+5
9th-13th	+10
14th-18th	+15
19th-20th	+20

STORM BOLT

Starting when you choose this tradition at 3rd level, you can hurl bolts of magical lightning. You gain a ranged spell attack that you can use with the Attack action. The attack has a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is lightning, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table. when you use the Attack action on your turn to use this special attack, you can spend 1 ki point to make two extra attack a bonus action.

LIGHTNING DASH

At 6th level, while the Storm Rush lightning aura is active you may spend 2 ki points to transform yourself and your equiped items into a streak of lightning. While transformed, as an action, you may move a distance up to your movement. You may pass through solid objects while transformed. Any hostile creature you pass through. while transformed must make a constitution saving throw, on a fail they take 1d12 + your Dex Modifier of lightning damage and half on a successful save. each creature can only be affected once per transformation. While transformed you may only make movement actions. The transformation ends at the end of your turn. You cannot transform again until after a short or long rest.

LIGHTNING SURGE

At 11th level, you gain the ability to create an orb of lightning that erupts into a devastating explosion. As an action, you create an orb and hurl it at a point you choose within 150 feet, where it erupts into a sphere of lightning for a brief but deadly instant. Each creature in that 20-foot-radius sphere must succeed on a Constitution saving throw or take 2d12 lightning damage, half on a failed save. A creature doesn't need to make the save if the creature is behind total cover that isn't metal. You can increase the sphere's damage by spending ki points. Each point you spend, up to a maximum of 3, increases the damage by 2d12.

RECHARGING BLOW

At 17th level, you gain the ability draw energy from someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to draw the energy from the creature, which must make a Constitution saving throw. If it fails it takes 8d 12 lightning damage and half as much on a pass. On a fail the creature is knocked prone and you gain 2 ki points.

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